AGB-BLYE-USA

-A SERIES OF-UNFORTUNATE EVENTS







INSTRUCTION BOOKLET

ACTIVISION.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
  a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

### **WARNING** - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



#### **EVERYONE**

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.

Violence

## THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

# CONTENTS

Getting Started			2
Game Boy® Advance Controls			3
Basic Controls			4
Options		*********************************	5
The Unfortunate Story			6
The Levels			
The Baudelaires	37755		10
Friends	RESERVED		
Enemies			
Bosses			
The Narrator			
Main Menu		SEMBERS	
Main Menu		221 3 P	
Pick-Ups			20
Invention Menu			24
Inventory Screen	XXXXX.		25
Credits		- Febr Spenson	26
Customer Support			
Software License Agreement	1 125 25 65		34
	COCCURATE TO THE	man a	

PETERTIFIED IN

CARE ERREFER.

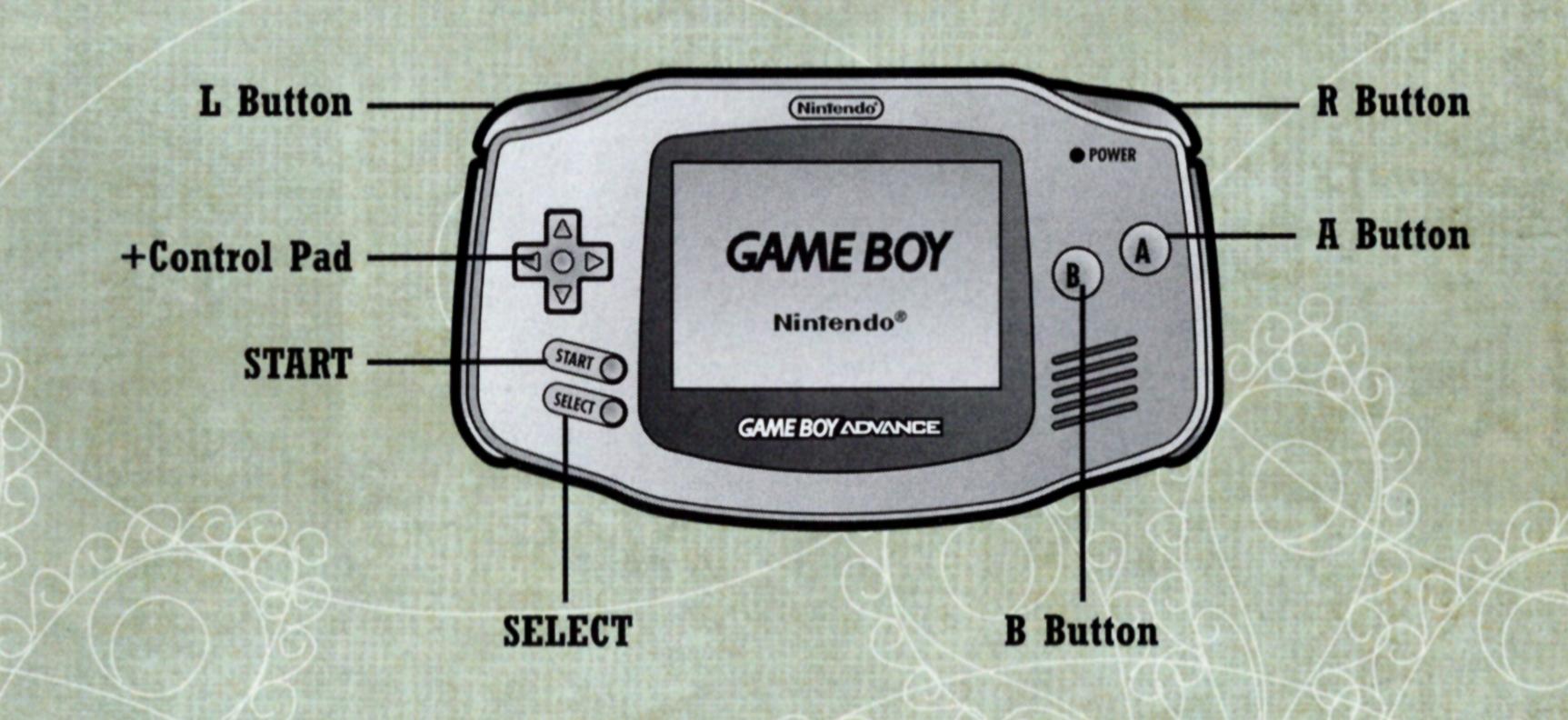
BATER IN

## GETTING STARTED

- Make sure the power switch is OFF.
- Insert the Lemony Snicket's A Series of Unfortunate Events™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- · Turn the power switch ON.

NOTE: The Lemony Snicket's A Series of Unfortunate Events<sup>™</sup> Game Pak is for the Game Boy<sup>®</sup> Advance and Game Boy<sup>®</sup> Advance SP systems only.

# GAME BOY® ADVANCE CONTROLS



## BASIC CONTROLS

A Button: Jump

To use secondary action, press the A Button again while in the air to

activate Klaus's Grappling Hook or Sunny's Parasol Glider

when available.

B Button: Activate invention or Sunny Roll Attack

Return to gameplay (when in system or gameplay menus)

L Button: Secondary action (Inhaler Vacuum on Water Pump, Sunny Bite)

R Button: Object interact/character interact (press to toggle on/off)

+Control Pad: Left and right - Character movement

Up - Walk through doors, aim upward, climb ladders

Down - Duck, climb ladders



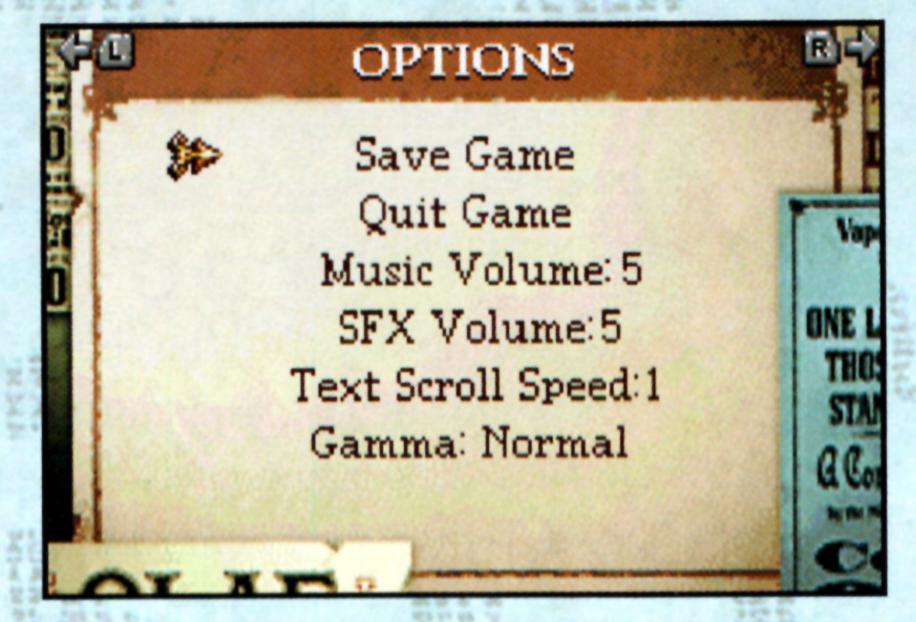
START: Pause, system menus (then use L or R Buttons to scroll through

Inventory, Attic, Library and Invention screens)

**SELECT:** Character select

## OPTIONS

Select **Options** to save/load games, control text scroll and turn the music and sound on or off.





# THE UNFORTUNATE STORY

Our sad tale begins with unfortunate news being delivered to the three Baudelaire children: Violet, Klaus and Sunny. Mr. Poe, the town banker and executor of the Baudelaire family will, has informed the siblings that their dear parents have met a rather tragic ending. In fact, the Baudelaire mansion mysteriously burned down while the parents were inside!

The children, now orphaned, are sent to live with their distant uncle, the evil Count Olaf. Anything but a loving uncle, Olaf has more than the children's welfare in mind. With the help of his creepy group of villainous actors, he'll stop at nothing to get his hands on the huge Baudelaire inheritance!

Only the combined talents of Violet's inventions, Klaus's smarts and Sunny's sharp teeth can keep them safe. With any luck at all, the resilient and clever orphans might just escape Olaf's greedy clutches. Then again, they might not! If you want to play a cheerful game where everyone lives happily ever after, then we suggest you stop right now and select a different game.

## THE LEVELS

### BOOK 1

We find the three orphans in the custody of Count Olaf, locked away in his old, shabby mansion. The children must use their wits and talent to escape Olaf. In the end, you must battle the creepy, creepy women with very, very white faces, and ultimately, catch a train before the train catches you!



### BOOK 2

LEXEL

THE REAL PROPERTY.

An artist and the sales also also the sales are the

Having escaped from the mansion, the children find themselves in the strange and slithery world of Uncle Monty.

Explore his house and grounds, avoiding dangerous ink guanas, pesky mosquitoes and slippery snakes.

Waiting for you will be the evil Hook-Handed Man. Don't expect a friendly handshake!



Market St. 18" "MIL"

12222

### BOOK 3

Once again, the children are on the run and are now living with their zany Aunt Josephine. Unfortunately, her house is perched precariously high above Lake Lachrymose, which is oozing with man-eating leeches. Did we mention it also happens to be hurricane season? Olaf, not to be blown away or outsmarted by the



Baudelaires, is focused on his plan to get the Baudelaire family fortune. He has created a devious scheme that involves a wedding.



## THE BAUDELAIRES

#### VIOLET

The eldest Baudelaire child. She's brilliant, observant, protective and has a knack for creating handy inventions. Violet has the unique ability to climb ladders because Klaus is afraid of heights and baby Sunny is a bit short. The Apple Chucker is Violet's invention of choice. She's quite handy with it when provoked.



### KLAUS

The middle child, Klaus, loves to read books and is extremely smart. His unique invention is the Water Pump, which can be upgraded to hold newt's ink. Though he's afraid of heights, brave Klaus ultimately swings to his sisters' rescue with skillful use of the Grappling Hook.





#### SUNNY

More than just a baby, Sunny is resilient, resourceful and funny! She loves to bite and crunch on things, which can be useful in tight situations. Because of her small size, Sunny can enter spaces that are too small for her brother and sister. Four sharp teeth also allow her to bite and chew through objects in her path. She can also float above them with her Parasol Glider. Sunny also has the unique ability to roll over her enemies.

## FRIENDS

### UNCLE MONTY

The children's eccentric uncle, who becomes their guardian in Book 2. He's a reptile collector who's planning on traveling to Peru until he receives a rather strange visit from a fellow "scientist."





### AUNT JOSEPHINE

The orphans' zany aunt. She lives high atop Lake Lachrymose. She's a very fearful lady who loves to talk about grammar.



## ENEMIES

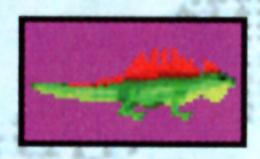
#### SPIDERS

There are two types of these creepy crawlies, so be careful!



#### INK GUANAS

These crawling lizards are full of ink, so watch out or you might get soaked!



### SNAKES

Slithery and slippery, be careful of these creatures because they pack quite a bite!



### LARGE MOSQUITOES

Pesky and annoying, these buzzing insects like to gnaw away at you.



#### LEECHES

Found only in the lake, their lust for blood is heightened if you've just eaten a meal.



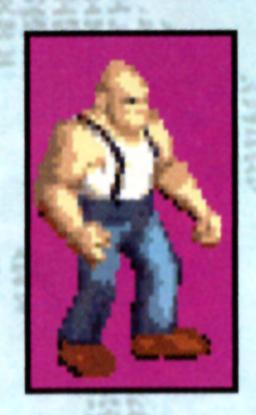
#### BATS

They may be blind, but they can cause havoc if you don't avoid them.



### STAGE HAND

Be careful of this guy. He's likely to show you the exit.



#### BALD-HEADED MAN

Not the brightest of the bunch, but he packs quite a wallop!

### BIRDS

Not all birds are bad. Just be careful when they try to peck away at you.



## BOSSES

### COUNT OLAF

The Baudelaire orphans' evil uncle. Olaf will stop at nothing to get the Baudelaire family fortune.





### HOOK-HANDED MAN

A valued member of Olaf's drama troupe, the Hook-Handed Man is also one of the most menacing.



### WHITE-FACED WOMEN

Two ghastly and identical women. "Is it pale in here or is it just you?"





## THE NARRATOR

### LEMONY SNICKET

The chronicler and narrator of this tale, Lemony introduces each level and will be your guide. He'll offer various tips and hints throughout the game. Listen to him!





## MAIN MENU

New Game: This is where you begin the children's adventure. From the Start menu, select a game slot to use and the game will begin. If you select a save slot with an existing game, you'll be asked if you wish to replace it. Replacing a saved game permanently deletes the original saved game, and that would truly be an unfortunate event.



the right As 160 miles

**Load Game:** From here you can load a previously saved game. Upon loading a saved game, you'll begin at the start of the last level you attempted.

**Eye Icon:** Once you've completed a mini game, an Eye Icon will appear on the Main Menu. Go here to see the extras you've unlocked:

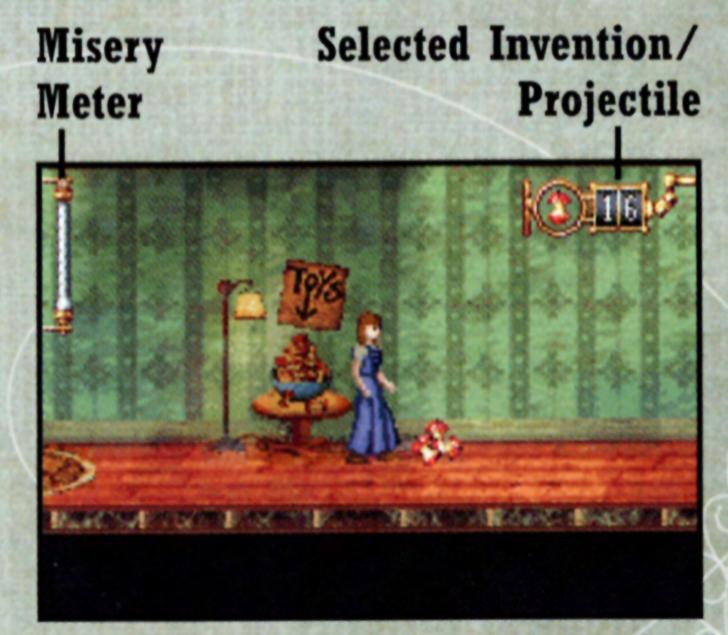
- Skipping Stone—Automatically unlocks once you've played the game.
- · Train—Automatically unlocks once you've played the game.
- Ocular—Automatically unlocks once you've played the game.
- **Handsome Man**—This is only available for purchase when you collect 200 butterflies.

I to she was see

## HUD: ON-SCREEN DISPLAY

When you accumulate items or change character status, the appropriate HUD (Heads-Up Display) information will be displayed on-screen, then fade after a few seconds.

Misery Meter: The children share a Misery Meter, located in the upper left-hand corner of the screen. The Misery Meter indicates how much health the orphans have. When the Misery Meter fills up, the children are exhausted and must start the level again.



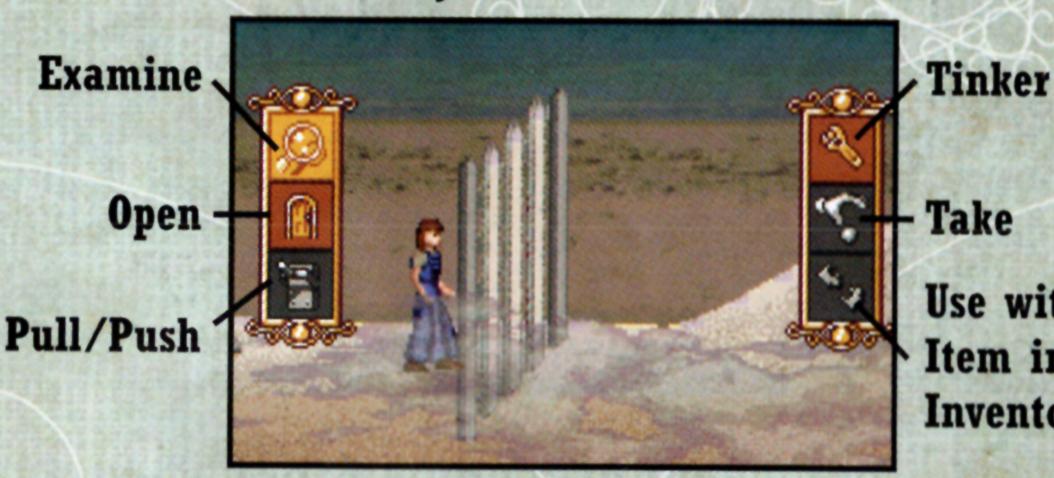
Selected Invention/Projectile: The type of ammunition currently being used along with how much of it remains is displayed in the upper right-hand corner of the screen.



### Object Interaction

### Object Interaction Icon:

When this icon is shown, press the R Button to bring up the Object Interaction menu. Press the R Button again to return to the game.



Take Use with

Item in Inventory

#### Character Interaction Icon:

When this icon is shown, press the R Button to bring up the Character Interaction menu. Press the R Button again to return to the game.

#### **Character Interaction**



## PICK-UPS

### JOY/HAPPINESS

**Broken Heart Lockets:** Hearts deplete your Misery Meter and add to your happiness. When dispatching spiders, ink guanas or other smaller enemies, these plucky power-ups often appear. Bigger hearts deplete the Misery Meter more than smaller ones.



## PROJECTILES

4222

TEET TE

Once you've pieced together an invention, you'll need some ammuntion to help dispatch enemies.

**Apples:** Pick-up single apples or clusters of five. You can only hold a maximum of 50 apples at first, and they can run out pretty quick.



----

A WA A AND

12 22 21



**Water:** Klaus uses his Water Pump to soak his enemies. You'll see water pipes scattered throughout the game. Stand underneath a pipe to fill up your Water Pump.



### COLLECTIBLES

Lo To By Mr. Lo Wo, A.

Photos: Use to purchase unlockables in the Attic menu.



Book Pages: Use to unlock in-game secrets through the Library menu.



BYREE IF



**Butterflies:** Butterflies are key to gaining access to exclusive items from The Attic. The more butterflies you collect, the more items you can purchase.



**Invention parts:** Use to build inventions and add upgrades. You'll automatically go to the Invention menu once you've collected the last part of an invention.

**The Attic:** Use the photos and butterflies you collect to purchase bonus items here, like concept art, stills from the movie and invention upgrades.





The Library: The book pages you collect are stored here for your reference. Use this menu to view their contents. Book pages provide clues to unlocking game secrets. Once you've found six pages of one book, look for Book Activation icons to unlock secrets.



## INVENTION MENU

Once you pick up an item that's part of your invention, you can access the Invention menu at any time by pressing **START**. However, you can't put your invention together until you've collected all the pieces.

A silhouette of the invention is shown in the Invention menu. As you navigate the silhouette, the individual

11 2 4 K K F



minghe in an arrange

components of the invention highlight as they're selected. To "build" your invention, select an item from the inventory pane and drop it into the appropriate highlighted segment in the invention pane. Use the +Control Pad to steer, and the **R** and **L** Buttons to rotate the invention piece.

When a new invention plan is unlocked, a fully silhouetted invention will be displayed.



## INVENTORY SCREEN

The Baudelaire children have a shared inventory. There's no limit to the number of objects you can hold. Press **START** to access the inventory screen. Use the +Control Pad to scroll through the inventory items and see a text description of each one. You can also use the **R** or **L** Buttons to scroll through to the Attic, Inventory and Library screens.



## CREDITS

## GRIPTONITE GAMES

**Executive Producer** 

Steve Ettinger

Producer

Michelle Gingrich

Lead Designer

Dream Smith

Lead Developer

Stephen Nguyen

Lead Artist

Ryan Silva

Developers

Jason Emery Jen Carlson

#### **Art and Animation**

Mario Ortiz Nathan Lombardi Rich Werner Josh Riley Mike Platteter

#### Level Design

Robert Kirkpatrick
Tom Snider
Tony Sharma

Composer and Sound Design

Ian Stocker

#### Writers

Michael Humes Dream Smith

#### **Additional Art**

Shawn Wood
Michael Wilcox
Eric Heitman
Tim Gillette
Randy Briley
Kris Durrschmidt

#### Testing

Eric "Frog" Elders John Sharma

#### **Special Thanks**

Susan DeMerit
Stephanie Hjertager
Laura Robinson
Kevin Burdick
Paul Stokes
Christian Kimball
J.C. Connors

Tamara Knoss Robb Vest Mike Dorgan Jason Bay Steve Vallee Bill Harding Martin Korth Sebastian Keinzl Brian Carlson Mango and Seymour Andrew Green Shannon Rae Eric Gingrich Matthew Peters Skye McCloud

### ACTIVISION

Associate Producers

Jay Gordon

Brent Boylen

#### **Production Coordinators**

Sam Gaglani Micah Winkelspecht

Senior Producer Michael Fletcher

VP, North American Studios
Laird Malamed

President,
Activision Publishing
Kathy Vrabeck

#### MARKETING & PR

Associate Brand Manager Jennifer Daniels

Director, Global
Brand Management
Rachel Silverstein

V.P., Global
Brand Management
David Pokress
Lisa Gaudio

Publicist, Corporate Communications Kate Mitchum

Manager, Corporate Communications Lisa Fields

Director, Corporate Communications Michelle Schroder

Trade Marketing Manager
Amy Longhi

**Special Thanks**Jenny Stornetta



#### **LEGAL**

Director, Business and Legal Affairs Greg Deutsch

Senior Counsel, Business and Legal Affairs

Jay Komas

Legal Administration

Danielle Kim

QUALITY ASSURANCE/ CUSTOMER SUPPORT

**Project Lead** 

James Lara

Senior Project Lead Jason "Fox" Potter **QA** Manager

Tim Vanlaw

Floor Lead

Mike Ortiz

#### Testers

Diego Lozano William Bowen Sean Foreman Danny Donaho Brent Toda

Manager, Technical Requirements Group Marilena Rixford

Sr. Lead, Technical Requirements Group

Siôn Rodriguez y Gibson

#### Testers, Technical Requirements Group

Robert Lara Aaron Camacho Marc Villanueva

#### **Customer Support**

Gary Bolduc— Phone Support Michael Hill— E-mail Support

#### CS/QA Special Thanks

Jim Summers
Jason Wong
Marilena Rixford
Joe Favazza
Tim Vanlaw
Adam Hartsfield
Nadine Theuzillot
Adam Hartsfield
Ed Clune
Indra Gunawan



Joule Middleton
Todd Komesu
Willie Bolton
Chad Siedhoff
Jennifer Vitiello
Nick Favazza
Mike Rixford
Tyler Rivers
Alexis Cisneros
Veronica Cisneros
Jeremy Shortell

#### **CREATIVE SERVICES**

V.P., Creative Services
& Operations
Denise Walsh

Director of Creative Services

Matthew Stainner

Creative Services Manager

Jill Barry

Creative Services
Assistant Manager
Shelby Yates

#### Packaging & Manual Design

Ignited Minds LLC

#### **Activision Special Thanks**

Marc Turndorf
Joe Shackelford
Steffanie Bullis
Chris Archer
Matt Morton
Tiffany Everett
Kelly Byrd
Matt Powers
Simon Ebejer
Robert Berger

29

Juan Valdes Adam Goldberg Peter Muravez Alex Garcia Irwin Chen TQ Jefferson Brian Clarke Brian Pass Blaine Christine Jeremy Grapner Suzy Luko Jon Virtes Neysa Harris Dion Brain Michael Higa Richard DeSalazar Michael Carter Kelly Long Nancy Wolf Erwin Barcega Clarence Bell Kragen Lum

Jeff Chen
Jeff Poffenbarger
Melissa Webster
David Kay
Chris Langlois
Matt Geyer
Kim Harle
Marla Bohana
Stacie Hajduk
Melissa Huddleston

### NICKELODEON

Senior Vice President
of Media Products
Steve Youngwood

Director of Interactive
Production & Marketing
Stacey Lane

## Sr. Creative Director Rob Lemon

Manager of Interactive Production & Marketing Erika "E" Ortiz-Gottlieb

Coordinator of Interactive Marketing Maria Lago

Coordinator of Interactive Production & Marketing Jack Daley

Manager of Movie Marketing Micheal Zermeño

#### Nickelodeon Thanks

Tim Blankley Leigh Anne Brodsky Beth Dambriunas Jaime Dictenberg Russell Hicks Eddie Hill Josh Greenhut Robin Jonas Deb Krassner Rita McCabe Paul McMahon Linnette Pastori Julia Pistor Joe Sandbrook Eric Squires Lori Szuchman Geoff Todebush Bree LeMasters

Special Thanks to Daniel Handler



## CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues. Internet/E-mail: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can e-mail us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online so we can enter you in our monthly drawing for a fabulous Activision prize.

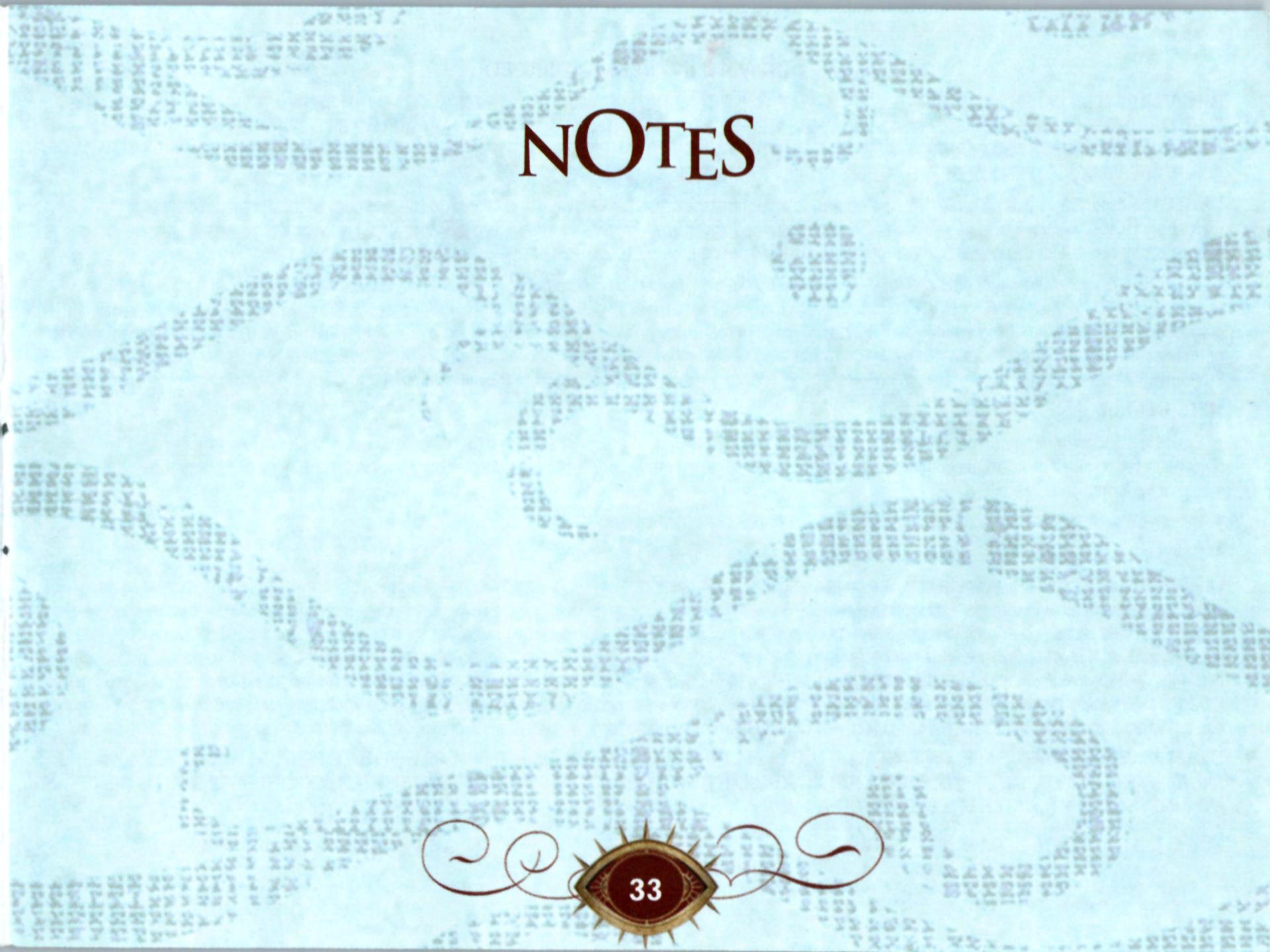
2222

不能於 不成 在 如 如 在 是 不 不 不

Manager Mr. No. 766

GLAST AND RT 1."

AZZZZZZ.



#### **Software License Agreement**

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- · Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- · Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.

# Behind every little fish is a great white lie.

Sure Oscar, you talk big, but now it's time to take it to the streets and prove you rule Reef City. Flex those fins, bust a move and get ready for a kickin' hip-hop adventure.



www.sharktalethegame.com









ACTIVISION

Activision Inc., P.O.Box 67713, Los Angeles, CA 90067.

DreamWorks' Shark Tale TM & © 2004 DreamWorks LLC. Game code © 2004 Activision, Inc. Published by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. All Rights Reserved. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. Lemony Snicket's A Series of Unfortunate Events © 2004 Paramount Pictures Corporation and DreamWorks LLC. All Rights Reserved. A SERIES OF UNFORTUNATE EVENTS and all related titles and logos are trademarks of DreamWorks LLC and Viacom International Inc. 80721.260.US

activision.com

PRINTED IN USA